

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L2	108	703/6.ccls. and @pd>"20080401"	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2008/10/03 19:09
L3	74	345/473.ccls. and @pd>"20080401"	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2008/10/03 19:13
L4	3917	(animation or simulation) with (fluid or fog or cloud or smoke)	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2008/10/03 19:17
L5	607	(animation or simulation) with (fog or cloud or smoke)	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2008/10/03 19:17

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L11	255	dither\$3 and (smoke or cloud or fog) and 3D	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2008/10/03 19:40

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L7	2	(advect\$4 and 3D and 2D).clm.	US-PGPUB	OR	ON	2008/10/03 19:35
L8	9	(advect\$4 and grid).clm.	US-PGPUB	OR	ON	2008/10/03 19:36


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### Interacting with **smoke** and fire in real time

J Stam - Communications of the ACM, 2000 - portal.acm.org

... Few models in computer **graphics** attempt to solve the ... that interesting **3D** flows can be **animated** using inaccurate ... Modeling Water for Computer **Animation**" in this ...

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### Visualizing **3D** velocity fields near contour surfaces - ► [ohio-state.edu](#) [PDF]

N Max, R Crawfis, C Grant - Proceedings of the conference on Visualization'94, 1994 - portal.acm.org

... 29-37 [Shoup79J Richard Shoup "Color table **animation**," Computer **Graphics** Vol. ... Van

Gelder and Jane Wilhelms, "Interac- tive **animated** visualization of ...

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### **Animation of Bubbles in Liquid** - ► [utexas.edu](#) [PDF]

JM Hong, CH Kim - Computer **Graphics** Forum, 2003 - Blackwell Synergy

... The small bubbles are **animated** using particle system with no ... the gravitational field", Computers and **Graphics**, 23 ( 2 ... Computer **Animation** and Virtual Worlds 17:3-4 ...

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### Keyframe control of **smoke** simulations - ► [korea.ac.kr](#) [PDF]

A Treuille, A McNamara, Z Popović, J Stam - ACM Transactions on **Graphics** (TOG), 2003 - portal.acm.org

... They showed that impressive **animations** could be created even ... 1993] and recently in computer **graphics** for controlling ... A p advects the **smoke** densi- ties through ...

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### VRML history: storing and browsing temporal **3D**-worlds - ► [c-lab.de](#) [PDF]

H Luttermann, M Grauer - Proceedings of the fourth symposium on Virtual reality ..., 1999 - portal.acm.org

... into videos or, recently, into **animated** VRML-files ... Recently, new **graphic** libraries and **graphic** file formats ... on system time (cartographic **animation**) and change ...

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### IRIS performer: a high performance multiprocessing toolkit for real-time **3D graphics** -

► [virginia.edu](#) [PDF]

J Rohlf, J Helman - ... conference on Computer **graphics** and interactive techniques, 1994 - portal.acm.org

... transition which temporarily increases the **graphics** load ... **Animation** Sequences Most high-quality **animation** requires moving ... spe- cial effects such as **smoke** or fire ...

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### [PDF] ► Qualitative Simulation of Convective Clouds Formation and Evolution

F Neyret - ... of Eurographics Computer **Animation** and Simulation Workshop ..., 1997 - www-evasion.imag.fr

... Several computer **graphics** models exist to produce cloud ... are detailed and interesting, the **animation** on the ... **Smoke**, flames and cloud shapes are achieved by ...

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### Volume **graphics**

A Kaufman, D Cohen, R Yagel - Computer, 1993 - ieeexplore.ieee.org

... State University Just as **2D** raster **graphics** superseded vector **graphics**, volume **graphics** has the potential to supersede surface **graphics** for **3D** geometric scene ...


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### Interacting with **smoke** and fire in real time

 J Stam - Communications of the ACM, 2000 - [portal.acm.org](#)

 ... of a fluid solver in computer **graphics** is to ... diffusion due to viscosity, and **advection**—this is ... effects involving fluids and fuzzy densities, including **smoke**. ...

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### Hardware-accelerated texture **advection** for unsteady flow visualization - ► [fsu.edu](#) [PDF]

 B Jobard, G Erlebacher, MY Hussaini - IEEE Visualization: Proceedings of the conference on ..., 2000 - [doi.ieeecomputersociety.org](#)

 ... OpenGL extensions provided by some SGI **graphics** boards. The core of the texture **advection** process relies mainly on ... They are stored either in a 2D/3D texture or ...

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### Physically-based visual simulation on **graphics** hardware - ► [tuwien.ac.at](#) [PDF]

 MJ Harris, G Coombe, T Scheuermann, A Lastra - ... of the ACM SIGGRAPH/EUROGRAPHICS conference on **Graphics** ..., 2002 - [portal.acm.org](#)

 ... such as fluids, clouds, and **smoke**, which are ... operations, such as diffusion and **advection**, or special ... Scheuermann, and Lastra / Simulation on **Graphics** Hardware ...

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### Simulation of cloud dynamics on **graphics** hardware

 MJ Harris, WV Baxter, T Scheuermann, A Lastra - ... of the ACM SIGGRAPH/EUROGRAPHICS conference on **Graphics** ..., 2003 - [portal.acm.org](#)

 ... and Lastra / Simulation of Cloud Dynamics on **Graphics** Hardware ... is determined both by **advection** of potential ... 2.8 Vorticity Confinement Like the **smoke** that was ...

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### Visualizing 3D velocity fields near contour surfaces - ► [ohio-state.edu](#) [PDF]

 N Max, R Crawfis, C Grant - Proceedings of the conference on Visualization'94, 1994 - [portal.acm.org](#)

 ... stream surfaces, particle traces, simulated **smoke**, ..., etc ... the Onyx™ workstation in our **Graphics** Lab ... O O • • • » Doesn't Require **Advection** • O O ...

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### [PDF] ► Object modeling and animation with **smoke**

 Y Yu, L Shi - 2002 - [historical.ncstrl.org](#)

 ... phenomena has received much attention from the computer **graphics** community over ... using a combination of a semi-Lagrangian **advection** scheme and ... 2 **Smoke** Equations ...

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### Implementing lattice Boltzmann computation on **graphics** hardware - ► [sunysb.edu](#) [PDF]

W Li, X Wei, A Kaufman - The Visual Computer, 2003 - Springer

 ... to visual simulations of fluids and **smoke**, our approach ... on accelerating flow visualization on **graphics** hardware ... 10] translate texture **advection** computations ...

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### ► Object Modeling and Animation with **Smoke**

 L Shi, Y Yu - 2002 - [historical.ncstrl.org](#)

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[PDF] ► [New Techniques for the Scientific Visualization of Three-Dimensional Multi-variate and Vector Fields](#)

RA Crawfis - 1995 - cse.ohio-state.edu

... me, explain it to me and provide feedback on these techniques. Silicon **Graphics**, Inc. ... Unstructured meshes may combine **3D** polyhedra with **2D** polygons (shell ...

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